Star Wars: Episode I Jedi Power Battles Secrets FAQ

by DMaul   Updated to v1.7 on Aug 8, 2001

> This walkthrough was originally written for Star Wars: Episode I Jedi Power Battles on the DC, but the walkthrough is still applicable to the PC version of the game.

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           Dave Maul's Guide To What You CAN Unlock In The Game
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  PLEASE NOTE:  THIS IS NOT A WALKTHROUGH FOR JEDI POWER BATTLES.  IT
     IS A GUIDE TO SECRETS AND CHEATS FOR THE GAME.  FOR A QUALITY
 WALKTHROUGH GO TO: http://jedipowerbattles.net  ALSO NOTE THIS GUIDE
 IS FOR THE SEGA DREAMCAST VERSION OF STAR WARS:  EPISODE I JEDI POWER
     BATTLES. MANY OF THESE SECRETS ARE NOT UNLOCKABLE ON THE SONY
          PLAYSTATION OR NINTENDO GAME BOY ADVANCE VERSIONS.


 ********************************************************************
 *  Please Note:  This guide to Jedi Power Battles Secrets has only  *
 *             been sent to the following sites:                     *
 *                                                                   *
 *          GameFAQs  :  www.gamefaqs.com                            *
 *       Cheat Code Central  :  www.cheatcc.com                      *
 *          NeoSeeker  :  www.neoseeker.com                          *
 *                                                                   *
 *   If you have found this Guide at any other site, please E-Mail   *
 *   me at davemaul1138@aol.com so that legal action can be taken.   *
 *    You may display this Guide at your site provided you aquire    *
 *             permission from me beforehand.                        *
 ********************************************************************


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1.  History
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Version 1.0 - 29th January 2001

* Added Sections 1-11
* Sent Guide to GameFAQs


Version 1.1 - 30th January 2001

* Updated Section 6
* Sent Guide to Cheat Code Central


Version 1.2 - 31st January 2001

* Added more detail in Checkpoint Jump cheat
* Sent Guide to NeoSeeker


Version 1.3 - 7th April 2001

* Updated Sections 7 and 9


Version 1.4 - 17th May 2001

* Updated Section 9


Version 1.5 - 20th June 2001

* FINALLY found what unlocks the battle droid (Yahoo!)
* Updated Section 9


Version 1.6 - 26th July 2001

* Included Node Chart in Section 6
* More questions... *sigh*
* Included PSO info in Section 11


Version 1.7 - 8th August 2001

* Node update


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2.  About Me
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This is my first FAQ, so pleaase understand it may not be as flashy as
some others.  Hello!  I'm Dave Maul.  I learnt a lot of these things
from the guys over at the www.jediknight.net forums, so credit must
be given to them.  But I'm the one who decided others should know
about these secrets, so that's why you're reading this.


Please go and visit www.jediknight.net, it's a great place.  Other
great forums to visit for JPB information and help are:
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The Council Of Jedi ( www.xsorbit.com/Jedi_Kanigget/index.cgi )
JPB.net ( http://www.jedipowerbattles.net )
My Forum ( www.xsorbit.com/Dave_The_Mudokon/index.cgi )

Well, that's enough about me.  So, how y'all doin'?

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3.  Why A Guide?
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I can guess what you're all thinking; "Where's the bathroom?"  That,
or why I would spend quality time writing a Secrets Guide for Jedi
Power Battles.  I mean, let's face it; it's not an amazing game.  Not
near as good as it could have been, with just a little more time.
It's plagued with more bugs than your average Ant Colony.  But there
is in fact quite a lot to discover.  Plus, there are so many rumours
circulating the Web right now about 'supposedly' secret characters.

Well, this is the guide that puts those rumours to rest.  Gathered
from expert gamers in the field, dedicated fans, and a little
experimenting by yours truly, this is THE definitive Guide to what
you can and can't unlock.  Everything else is just pants.

----------------------------------------------------------------------
4.  Setting Up
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If I have to tell you how to turn on your Dreamcast, then the game is
going to go straight over your head.  Return it now and invest your
cash in a job training program.  The rest of you know the drill.  Be
sure the power is OFF before inserting or removing your Jedi Power
Battles disc.  Also make sure you're not standing in a puddle of
water when changing a light bulb, and avoid adjusting your TV antenna
during an electrical storm.

If you have one, plug your Dreamcast Keyboard into Controller Port 3.
You'll see why later on.

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5.  Secrets
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There are a total of 10 playable characters in the Main Game:

*  Obi-Wan        (Automatic)
*  Qui-Gon Jinn   (Automatic)
*  Mace Windu     (Automatic)
*  Adi Gallia     (Automatic)
*  Plo Koon       (Automatic)
*  Darth Maul     (Unlockable)
*  Queen Amidala  (Unlockable)
*  Captain Panaka (Unlockable)
*  Ki-Adi-Mundi   (Unlockable)
*  Battle Droid   (Unlockable)

To unlock Darth Maul, complete the game with Qui-Gon Jinn.
To unlock Queen Amidala, complete the game with Adi Gallia.
To unlock Captain Panaka, complete the game with Obi-Wan Kenobi.
To unlock Ki-Adi-Mundi, complete all 7 Training Missions.
```

To unlock the Battle Droid, complete Level 1 with all 5 automatic
           characters.

The Battle Droid has remained a mystery up until now. Some say that
you need to complete the game with all 5 characters to unlock him,
but here's what Darth Wart says:

"What's up with my damn battle droid? He was just suddenly there.
What unlocks him? And though I haven't played with him yet, he's at
9/20! How'd that happen? Then I played him through Level 1 straight,
and it said "no awards"! Yet he's able to enter the final battle...
another glitch?"

UPDATE I've had a lot of E-Mails saying that completing the game
with Mace Windu unlocks the Battle Droid. This is NOT true. Those
who say they have unlocked him with Mace have probably used a
GameShark, which screws up almost everything you use it with
(Example: Phantasy Star Online servers ;)

Thanks to 'Kieran' for finally setting this mystery to rest. We
salute you!

Dispite many rumors, Yoda is NOT part of the game. His name is in
the credits because he talks in the end game cinematic.

There are a total of 22 playable characters in the Vs. Mode:

* Obi-Wan   (Automatic)
* Qui-Gon Jinn   (Automatic)
* Mace Windu   (Automatic)
* Adi Gallia   (Automatic)
* Plo Koon   (Automatic)
* Ki-Adi-Mundi   (Automatic)
* Darth Maul   (Unlockable)
* Queen Amidala   (Unlockable)
* Captain Panaka (Unlockable)
* Battle Droid   (Unlockable)
* Pilot Droid   (Unlockable)
* Rifle Droid   (Unlockable)
* Flame Droid   (Unlockable)
* Destroyer Droid (Unlockable)
* Loader Droid   (Unlockable)
* Staff Tusken   (Unlockable)
* Rifle Tusken   (Unlockable)
* Ishi Tib   (Unlockable)
* Rodian   (Unlockable)
* Mercenary   (Unlockable)
* Weequay   (Unlockable)
* Gungan Guard   (Unlockable)

To unlock the Loader Droid, complete the game with Obi-Wan Kenobi.
To unlock the other characters, play the game with any character.
A few characters will be unlocked with each level you complete.

This is taken from the interview from http://dc.ign.com, regarding Vs
Mode characters:

"That's my favorite addition, "Sarlacc vs protocol droid", can't beat

that!"

These characters ARE NOT unlockable in Vs. Mode, or any other part of
the game. The developers must have seen how ludicrous the idea was,
and scrapped it.

There are a total of 13 levels in the Main Game:

1.   Trade Federation Battleship (Automatic)
2.   Swamps Of Naboo   (Unlockable)
3.   City Of Theed   (Unlockable)
4.   Theed Palace   (Unlockable)
5.   Tatooine   (Unlockable)
6.   Coruscant   (Unlockable)
7.   Ruins   (Unlockable)
8.   Streets Of Theed   (Unlockable)
9.   Palace Cliffs   (Unlockable)
10.   The Final Battle   (Unlockable)
11.   Droidekas!   (Unlockable)
12.   Gungan Roundup!   (Unlockable)
13.   Survival Challenge!   (Unlockable)

To unlock Levels 2-10, play through the game with any character. The
next level will be unlocked after completion of the previous.

To unlock Droidekas!, complete the game as Plo Koon.
To unlock Gingan Roundup!, collect all three Gungan Artefacts. They
are hidden in three levels (note, you must be in Jedi Mode):

1.   Level 2, Swamps Of Naboo. Towards the end of the level there are
     crevices. It is hidden in one of them, you should be able to see
     it clearly.

2.   Level 5, Tatooine. In the middle of the jumping sequence, there
     is a large platform. Walk towards the bottom of the screen and
     walk off. You will find a path. Walk down the path and the
     artefact is floating above the house.

3.   Level 7, Ruins. Towards the end of the level, by the pit where
     the droids appear, it is hidden behind a tree.

To unlock Survival Challenge!, complete the game with Mace Windu.

In the PSX version, there was an extra level called Kaadu Race!,
which you unlock by completing the game with Adi Gallia. However,
this does not appear to be in the DC version.

Also in the PSX version, completing Gungan Roundup! gave you access
to some Concept Art, some of which was really good. However, again
it seems this has not made the conversion.

Some Miscellaneous Secrets:

* Beating the Survival Challenge! will unlock the Ultimate
   Lightsabre. This, when activated, will destroy any enemy (except
   bosses) with one hit. Obviously, the lightsabre is supposed to do

this anyway, but then what kind of game would you have bought?!

*   To get your characters skill up to 100, here are the point totals
    needed for each level, courtesy of Darth Wart:

    1.   8K, 16K, 24K
    2.   8K, 16K, 25K
    3.   12K, 24K, 36K
    4.   10K, 20K, 30K
    5.   10K, 20K, 30K
    6.   12K, 24K, 36K
    7.   10K, 20K, 30K
    8.   12K, 24K, 36K
    9.   4K,   8K, 12K
    10.   5K, 10K, 15K

NOTE: Completing the level with Panaka, Amidala or the Battle Droid
gives you no bonuses, despite you reaching the benchmark. Their
skill remains at 0. However, Ki-Adi-Mundi and Darth Maul can recieve
bonuses for reaching the benchmarks, like the other five Jedi can
(Thanks to Omally88 for clearing this up).

*   Most of the secrets mentioned here are unlockable in both Easy and
    Jedi modes. The only exception is that of the Gungan Artefacts
    that unlock Level 12 (Gungan Roundup!), these are only found in
    Jedi Mode.

*   As far as I know, NONE of these secrets are unlockable in Co-op
    (2-Player) Mode. So you're just stuck to the five characters and
    10 levels provided, guys.

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6. Cheats And Codes

This is taken from the interview from http://dc.ign.com:

"We are also heeding the cries of the masses and adding features
like...a ton of cheat modes that will let you muck with many aspects
of the game."

Well, as of now, the only codes I know of that "let you muck with
many aspects of the game" are the ones for the Keyboard. However,
LucasArts usually releases codes for its' games six months after the
release, to enhance replayability. getting kinda close to the
six-month mark LEC... but for now, here are the codes that have
surfaced...

Event: Jump To Previous Checkpoint
Discovered By: Official Release From LEC
Code: If you lose all your lives during a level, continue
                your game, enter the same level, and pause the
                screen. Now press LRLLRRLRRL. You will be
                transported to the last checkpoint you touched before
                you died. However, you lose all your points from
                your last attempt.

```
Event:          Jedi Power Battle Mode
Discovered By:  Unknown
Code:           Start (or load) a two-player game.  During a level
                press and hold R+X+Y+B, then tap A.  A message
                reading "Jedi Power Battle On" should appear if you
                have entered it correctly.  You can now do damage to
                the other player.

----------------------------------------------------------------------

Event:          Radar Screen
Discovered By:  Darth_Chaos ( kkaos_eoj@hotmail.com )
Code:           Pause the game and press:  Up, Down, Up (all on the
                D-Pad), L-Trigger, R-Trigger, L-Trigger.  You'll have
                a radar at the top of the screen that shows enemies
                and hostages (Handmaidens in Lvl 4, Pilots in Lvl 9).

----------------------------------------------------------------------
```

These codes need a Dreamcast Keyboard (thanks to Oceang13 for these):

Plug your Keyboard into Controller Port 3. Press the ⁊ key on your
Keyboard, and a window will open.

```
JPB
Version 1.003
Sep 8 2000  14:54:05
]
```

You should see that on the screen. Press and hold Shift, and press
up or down to resize the screen, and left or right to adjust the
brightness. Now you need to start the program. Type rbpcchsf3 on
the keyboard. The screen should look like this:

```
JPB
Version 1.003
Sep 8 2000  14:54:05
]rbpcchsf3
```

Then press enter.

NOTE: On the UK version of JPB, the code needed is rbpcchsf4. Your
screen should look like this:

```
JPB
Version 1.003
Sep 8 2000  14:54:05
]rbpcchsf4
```

After pressing enter, some more text will appear. It will look like
this:

```
JPB
Version 1.003
Sep 8 2000  14:54:05
]rbpcchsf3
Welcome to Jedi Power Basic!
Type "help" for help!
```

```
Congratulations, you're in!  Now, type the commands below and have
fun!

cls -             Clears the text in the screen
list -            Lists out the current program
run -             Runs the program
card -            Sets the mem card "card 0" to use
dir -             Tells you whats on the mem card
save -            Saves your program to memcard "save hello"
load -            Load your program back in "load hello"
exit -            Turns off the screen
power check # -   Jumps you to a check point in the level!
                  "power check 3"
power points -    Shows statistics about the level you're on
node # # # -      Changes the size of the character (more below)
cameras shake # - Makes the camera shake.  The higher the number the
                  more violent it shakes
cameras set # -   Changes the camera position.  There doesn't seem to
                  be a pattern
anim play # -     Makes the character do a move.  Some are attacks

Here are the drawing commands: line, point, circle and sclear erases
everything.

line 100 100 200 200
circle 200 200 50
point 200 200
point 300 300 5 5
line 100 100 205 205 2

It doesn't draw anything spectactular, but it shows you how it works.

Nodes
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One of the most fun Keyboard cheats, this allows you to change the
size of the character models.  The code you type will look like this:

node 0 0 0

The first number is which character you want to edit.  '0' is Player
1, '1' is Player 2, '2' is the next enemy character you will
encounter, '3' is the second to next enemy, and so on.  As far as I
know, there is no number that changes all the enemies... ah well...
(Thanks to 'D Krivenko' for clearing the character numbers up)
The second number is the code for the part that you are changing.
The third number is how big you want that part to be.  For example:

node 0 8 3

will result in Player 1's head 3 times its usual size.  Below is a
chart of what body parts have what numbers, courtesy of Pedro The
Hutt:

0  = Entire model
1  = Right upper leg
2  = Right lower leg
3  = Right foot
4  = Left upper leg
5  = Left lower leg
```

```
 6  = Left foot
 7  = Torso (or upperbody... makes them look like a gorilla when you
 8  = Head                                              double the size)
 9  = Right upper arm
10  = Right lower arm
11  = Right hand
12  = Weapon
13  = Left upper arm
14  = Left lower arm
15  = Left hand
16  = Neck
17  = V_weapon 2 (Saber Glow)
```

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7. Fun Glitches

What a bad choice of words; most glitches in JPB aren't fun at all.
In fact, they're more likely to make you pierce the LCD screen of
your VM than make you utter a giggle. Anyways, you could argue that
JPB is a glitch in itself, but here are some of the highlights.

Ki-Adi-Mundi And The Ultimate Lightsabre

This is a doozy...Ki-Adi-Mundi actually TAKES DAMAGE whilst blocking
shots with Ultimate Lightsabre activated. None of the other
characters do. Just another bug that slipped by without being
squashed.

Snowstorm On Naboo!

Here's Darth Wart's discovery:

"Every time I go to Level 7, "Ruins," with Ki-Adi, the terrain fails
to load. I mean, the grounds still there, but all the color and
texture of the grass and walls are gone. It's like a blizzard hit
overnight.

I've turned the stupid thing off for awhile and loaded again... Is
this happening to you guys?

The same thing happened with this character on level 1, but I was so
giddy to play with him that I really didn't think much of it. But
now the giddiness has worn off...

Looks kinda cool actually, but DAMN!"

I have yet to check this one out. I've had reports that this is a
problem caused by dust and dirt on the disc, where I assume the laser
can't read the texture files from the disc when they are obscured by
small bits of dirt (that's actually a pretty scientific explaination,
suprisingly for me). Makes sense I guess, but then why does Wart say
that it happens EVERY time? The mystery continues...

UPDATE Members of JK.net have spotted that this happens with other characters, but less frequently. One character confirmed is Adi Gallia.

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8. Interview With The Developers

This is an interview from http://dc.ign.com with the developers of Jedi Power Battles DC. They mention a lot of new features.

IGNDC: What in game differences will there be between the PlayStation version and the upcoming Dreamcast version?

Kevin Boyle: The graphics are being updated to take advantage of the capabilities of the Dreamcast. This means more polygons for characters and backgrounds, as well as textures of a much higher resolution and color depth. There are some minor changes being made to gameplay involving ease of character control, the difficulty of some of the jumps, the frequency of checkpoints. There is also a versus mode being added to the game.

Robert Blackadder: We are also heeding the cries of the masses and adding features like a playable double-bladed maul and a ton of cheat modes that will let you muck with many aspects of the game. We've also added a series of training missions which will let players hone their jumping and blocking skills. Taking advantage of the higher resolution we've also added a whole new interface to the game that's really hot.

IGNDC: Which characters will gamers be able to control in this version?

RB: There are five Jedi to choose from. You can play as Obi-Wan Kenobi, Qui Gon Jinn, Mace Windu, Adi Gallia or Plo Koon. Each of the Jedi has their own force powers and combos unique to their character. There are also differences in the attack speeds and the amount of damage each player does with a given attack. Plo Koon's attacks, for example, easily do more damage than any other character but he is also the slowest. There's also the addition of Ki Adi Mundi as an unlockable character.

IGNDC: Are there any plans to expand on the co-op play for the Dreamcast version?

KB:The new multiplayer option available in the Dreamcast version is a versus mode, in which players can pick Jedi or enemies from throughout the game to fight against each other.

RB: That's my favorite addition, "Sarlacc vs protocol droid", can't beat that!

IGNDC: How much mileage is there in the two-player co-op mode?

Kevin Boyle: From the start we knew it would be important to include a two-player cooperative mode. A lot of the classic action arcade games that inspired us just wouldn't feel right as a single-player only game, and we felt the same about Jedi Power Battles. Although

the game has been made more difficult in the two-player game, there is a definite advantage to playing with a friend.

IGNDC: Certainly the PlayStation game could be tough in parts -- how long do you anticipate it should take gamers to get through the game?

RB: There are 10 levels, each of which should take about 30 minutes for a seasoned player to get through -- possibly longer. This adds up to five hours of play to finish the game with one of the five Jedi. Players who want to revisit levels to get a higher score in the interest of unlocking more combos, Force powers and bonuses will obviously take longer.

IGNDC: What enemies are set to feature in the game?

RB: We have all sorts of battle droids and modified battle droids, destroyer droids, a loader droid, a starfighter droid, carnivorous plants, Tusken raiders, Jawas, mercenaries, probe droids and a bunch of others. A good way to fight most of the battle droids is to reflect their blaster fire back at them by blocking their shots just as they are about to hit you. Drawing them into each other's crossfire is another good tactic.

IGNDC: How did you create the game's sound?

KB:We mostly relied on John Williams for our music. Our sound guys have done a great job of putting together the voice, sound effects and music. As far as voice talent is concerned, although there isn't a lot of talking in the game, we did manage to get Jake Lloyd as the voice of Anakin and Ahmed Best as the voice of Jar Jar.

IGNDC: From what camera viewpoint will gamers see the action?

Reeve Thompson: The camera is defined by the area the players are in. It works in a manner similar to a sidescroller, however it's smarter about framing relevant elements. That said I think it's important to note that the game is not simply a sidescroller; we have taken advantage of the fact that the game is 3D with regards to the layout of the levels.

KB: As far as graphics are concerned, we have really made the most of the capabilities of the Dreamcast. We have areas in the game where players can fight up to a dozen enemies at a time. Our programmers made tools to let the artists know exactly what the limits are to maintain a steady frame rate -- we have managed to stay as close to that limit as possible without crossing it!

IGNDC: Which titles do you think offer any competition to JPB, both now and in the future? What do you think of this genre -- is there much future in it?

RT: Games like Gauntlet: Legends and Fighting Force 2 would fall into the same genre as JPB. I was disappointed that Fighting Force dropped the two-player mode. I'm looking forward to having time to check out Gauntlet for Dreamcast.

RB: As far as the future of the genre, I hope JPB is a boost in the right direction. I'd like to see more games with cooperative play. It's a lot more fun to me to get together with some friends and hack our way through some adventure than to always play the dark and

dreary hero. But having said that, I still love to play Resident Evil
Dreamcast-style!

IGNDC: What do you think of PlayStation 2 in terms of future
LucasArts products?

KB: LucasArts is aggressively looking at all next generation consoles
and the PlayStation 2 is no exception. I can say that the power of
the platform, combined with the excitement the console is getting in
the developer community, made it a pretty safe bet that you'd be
seeing something from LucasArts on the PlayStation 2 in the future.

IGNDC: How far are you from completion? Is there anything you'd love
to add but can't at the moment?

RB: We're still a few months out, lots of work on improving special
effects and tweaking and speeding up the gameplay. I'd love to add a
4-player mode, but man, that's a lot of work.

IGNDC: How do you feel about the DC overall?

RB: The Dreamcast has been a lot of fun to work on, lots of texture
space and really nice graphics hardware.

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9. Feedback

They say the stupidest questions are the ones which don't get asked.
Well, I beg to differ. The stupidest questions are the ones I get
asked TIME AND TIME AGAIN! No worries; any questions I receive from
you readers will be posted here. Please contact me (see Section 11).
Note: All questions sent to me will be posted in their full form, so
if you are prone to spelling errors, check first before you get
humiliated. Unlike some people:

Q: AURGHH! TTHIS GAME IS SO FRUSRTATING! i'M ONLY STICKING WITH IT
    BECAUSE I SPENT MONEY ON IT! THIS IS THE LAST STRAW, I'M
    BOYCOTTING LEC AND NOW THAT SEGA ARE GIVING UP WITH THE DREAMCAST
    I'M GOING TO STOP BUYING ANYTHING STAR WARS OR SEGA! AS YOU CAN
    TELL I'M A VERY PI$$ED STAR WARS FAN!
A: Yeah, I kinda guessed that. This'll be a good time to say that
    Sega are going to continue supporting the Dreamcast well into
    next year. As for LEC, well... just take a look at Super Bombad
    Racing ;) Looks like they are getting back to some good games
    now though, with Jedi Knight II recently being announced.

Q: How do you unlock Ki-Adi-Mundi?
A: *Sigh* Here we go...to unlock Conehead you have to complete all 7
    of the training missions, in order, without losing all of your
    lives and having to restart from the menu. Here's a little table
    for all you who are still stuck:

| All 7 Done? | In Order? | Lose All Lives? | Ki-Adi Unlocked? |

Nope	Nope	Nope	Nope
Yes	Nope	Nope	Nope
Yes	Yes	Yes	Nope
Yes	Yes	Nope	Yes! Hooray!

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Q:  I was having a lot of fun with Jedi Powre Battles (Is that the
    French version then? - Dave) until my DC stopped reading my
    discs. I went out and ordered a PS2 instead (NOOOOOOOOOOOO!!
    - Dave), and while waiting for it I decided to open up my DC.
    Inside I found this chip.  What is it exactly?
A:  Yes, there was an image of a chip attached to this mail.  And
    yes, it is from a Dreamcast.  I have the best readers in the
    world...

Q:  Where are the three Gungan Artefacts?
A:  Okay, I get a lot of Mail about this, so I'll hand this one over
    to Darth Wart:

Artefact #1:  "At the point where you see Jar-Jar running back there
              (about when he makes that final cawing noise; you can't
              get at him); there are two very special items down in
              the crevices.  Getting them is much easier than I at
              first thought; the key is, don't JUMP down.  Position
              yourself just over them (maybe one body length from the
              wall) and simply walk off the edge VERY carefully.  If
              you screw up, double-jump like mad, with the paddle all
              the way to the left.  Otherwise a normal double jump to
              get back out.  The first of these items is a Gungan
              artifact (only 50 points, but get the other two and
              you'll unlock level 13:  "Gungan Roundup.")."

Artefact #2:  "So, instead, one jump six o'clock to next little mesa,
              having, of course, waited until right after the sand
              person shoots the rock wall behind you. Once on mesa,
              deflect droid fire. Two jumps the next mesa, at two
              o'clock. Pause. Deflect droid fire. From there walk
              (no need to jump here) four o'clock onto larger mesa.
              Pause. Deflect droid fire until he's toast. Get yellow
              thing.
                  Now, here's where it is. The terrain immediately
              south of you appears certain death, but the Gungan
              artifact lies that way. Some people have said that
              "the view changes" when you get to this point, but more
              precisely, it changes only once you jump. Simply walk
              south, jump if you want, although it isn't necessary.
              This is the famous "leap of faith" on Tatooine that
              everybody discusses so much on the JPB forum (or used
              to, until we crafted this walkthrough). Proceed south
              and kill the Jawa.  The Gungan Artifact is on top of
              his house."

Artefact #3:  "See that yellow thing?  A trap!  The health-up itself
              is on solid ground, but the area just right of that is
              a pit.  Once you fall or jump into it, a deluge of
              droids suddenly appears from all sides to ensnare you
              If you're wise to them and try to kill them all without
              hopping into the trap, many times the droids will fail
              to appear until you oblige.  Come on.  Give them a
              break.  Hop into the stupid trap already.  Although you
              won't be able to see what you're doing while you're
              down there, just keep hacking away until nothing is
              moving.  It took awhile for it to dawn on me, but
              there's an ultimate powerup down there (on singleplayer
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                           anyway).
                   Notice that behind the giant tree just east of this
                   pit (just in front of the bushes) is one of the three
                   Gungan artifacts (the location of the other two having
                   been described in the sections for Tatooine and Naboo).
                   It's only worth 50 points, but if you have all three,
                   you can unlock "secret" level 13:  Gungan Roundup.
                   Note that if you failed to get the other Gungan
                   artifacts on your trips through those levels, the game
                   doesn't require you to collect them all with the same
                   character.  (Many people are confused or mistaken about
                   the nature of these artifacts; what nobody is mistaken
                   about, however, is that "secret" level 13 is hopelessly
                   sucky.)"

NOTE:  Darth Wart's contribution was for the PSX version of JPB; as
       such, minor details may be different than his descriptions.

Q:  Your Jedi Power Battles FAQ is really good.
A:  That's not a question.  Idiot.  But thanks for the compliment.

Q:  Okay, I've beaten lots of droids and enemies and come to a dead
    end.  Where do I go?
A:  1.  Please be more specific.  It's very hard to tell where you
    are talking about as JPB has lots of `jumping bits' and `rooms'.
    2.  Although I am happy to help you if you are stuck, please
    remember that this is a Secrets Guide for JPB, not a walkthrough.
    To avoid this problem I've now added a link to a quality
    walkthrough written by Darth Wart, it can be found at
    http://jedipowerbattles.net .  Please note however this is for
    the PSX version and differs slightly in areas to the DC version.

Q:  So you're sick of hearing the same questions again and again,
    huh?  Well I bet you've never been asked this:  What's the
    fastest land creature?
A:  A hippo in an airplane.

Q:  What other Dreamcast Games do you enjoy playing?
A:  Finally, a question about me and not the game.  This is the kinda
    guy who gets a Christmas card from Dave.  Anyway, in answer, my
    favourites at the moment are Tony Hawk's Pro Skater 2, Resident
    Evil - Code: Veronica, Crazy Taxi, Starlancer, Quake III Arena,
    Shenmue, Crazy Taxi II, Sonic Adventure II, Jet Set Radio, Skies
    Of Arcadia and, of course, Phantasy Star Online.

Q:  I went through with 2 player co op and can't unlock anything. Is
    everything for 1 player or can they work in both?
A:  Yes, sadly none of these secrets can be unlocked in Co-op mode.
    Of course, there are the 22 characters in Vs. Mode that both
    players can use.

Q:  Where can I find a decent walkthrough for this game?  I'm really
    stuck on Coruscant.
A:  ...Didn't we just have this conversation?

Q:  I'm playing on the Easy difficulty (Hehehe...wimp - Dave), and I
    just wanted to ask if I have to start my game over again on Jedi
    Mode to unlock any of these secrets.
A:  Now, previously I have said no, you don't need to restart, all
    the secrets are unlockable in either mode.  HOWEVER, it has come
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        to my attention that this may not be true.  Apparently, the
        Gungan artefacts are NOT in Easy Mode (which may explain why I
        get 20-30 mails a month asking 'Where are the Artefacts?').   I
        haven't played Easy mode, just Jedi mode, and all the artefacts
        were in their proper places.  If someone would confirm this,
        please E-Mail me (and please, don't ask me again where they are,
        or I may kill someone).

Q:  Dude, your FAQ is great and all, but it's got loads of typing
    errors!  Learn how to type correctly, and you'll avoid making
    mistayks!
A:  Well, I don't think there's any point in coming up with a
    sarcastic remark to make you look any stupider.

Q:  i can not find the gungan artifacts can you help ? what do they
    look like?
A:  ::starts to cry::

Q:  My skill is at 96/100, but I have full Health and Force
    available.  Does anything else effect your skill?
A:  Nope.  Time, speed, style, dress sense and pretty much everything
    else affects your skill level IN NO WAY.  You gain skill for the
    following bonuses being gained at the end of the level:

    Pick A Combo        -   +3 skill
    Health/Force Boost  -   +3 skill
    Bonus item          -   +4 skill

    There's 10 skill available for each level, and 10 levels equals
    100 skill points in total.  If you have 96 skill it's likely
    you've missed one of the Bonus items.

Q:  Thanks for answering my question in your FAQ (No problem - Dave).
    How can I tell which level I haven't fully completed?
A:  In the PSX version there were three little circles that glowed
    according to how many of the benchmarks you'd reached.  Alas,
    there's no such system in the DC version.  My advice is to play
    through Coruscant, that's the hardest to complete with the full
    points total.  Happy hunting!

Q:  Who's the baddest bad guy in the Star Wars universe, in your
    opinion?
A:  George Lucas.


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10.  Credits
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Special Thanks:

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* NeoSeeker ( www.neoseeker.com ) for displaying this Guide


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11.  Contact Info
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Hey hey, now you can help Dave save the world, but not from the Sith!
I've just started to play Sega's online RPG Phantasy Star Online
again, so if you want to join me and some other SW fans, I'm usually
on Ship 23 Block 3 Friday and Saturday evenings.  Keep an eye out for
me, my name is 'Valdemar' and I'm a heavily-armed Level 99 RAmar.  I
can usually be identified by the witty remarks and the fact that I
don't play all that good.  Bring it on!
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